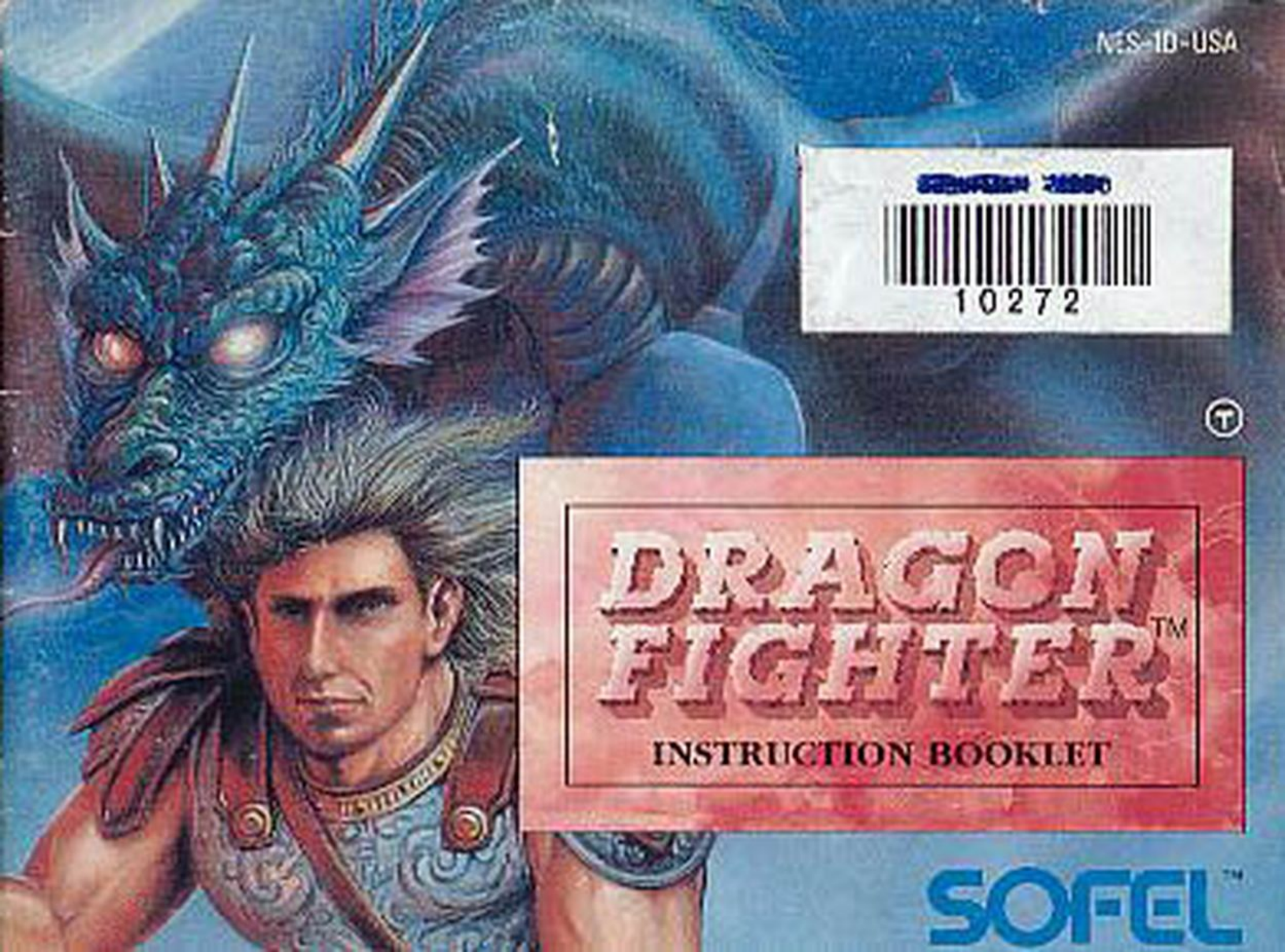
NES-1D-USA
10272
DRAGON FIGHTER™
INSTRUCTION BOOKLET
SOFEL™

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- Always make sure the NES has been switched off before inserting or removing your game pak.
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- Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
- Never touch the terminal pins or any of the electrical circuitry, and avoid getting them wet.
- Cleaning the Game Pak with thinner, solvent, benzene, alcohol or other similar cleaning agents may be damaging.

WARNING

Do not use with Front or Rear Screen Projection TV.

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Read Before Using Your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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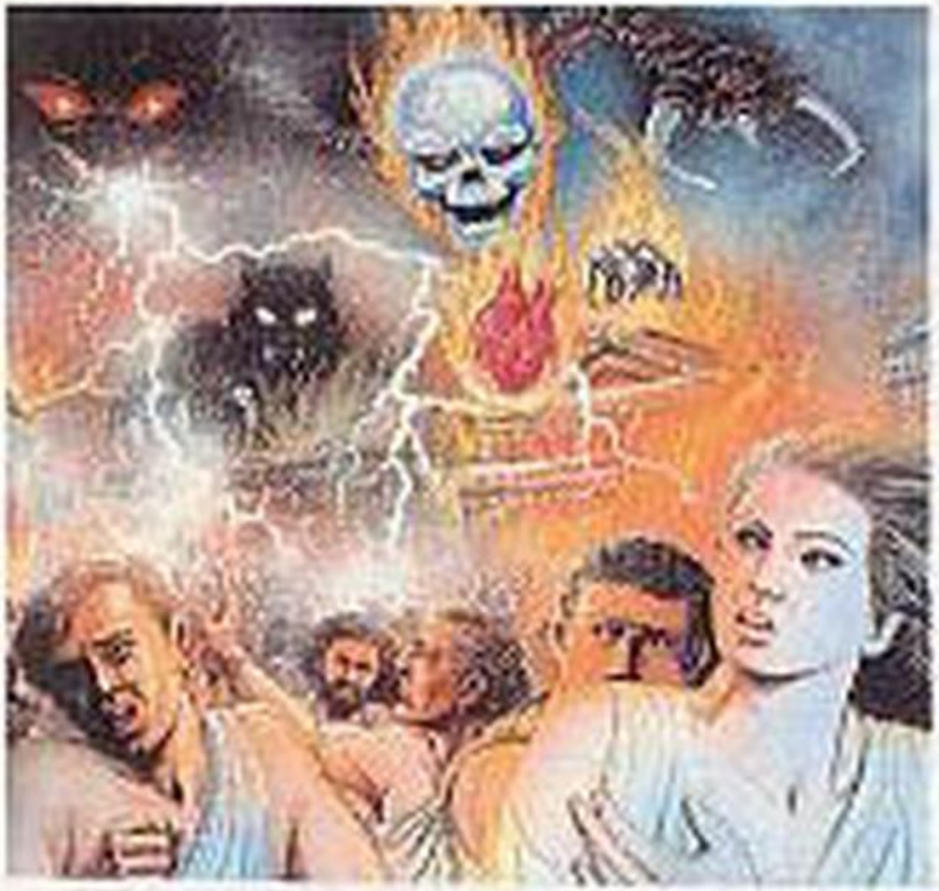
STORY
DRAGON FIGHTER



Eons before, when the elders were still children, the fabled land of Baljing was home to a cheerful and trusting race. The Baljing people were generous and looked after each other throughout their lives. Everyone prospered, and hunger and homelessness were unknown. The great Dragon Spirit that protected and nurtured this land was so pleased with this enlightened attitude that it presented them with a splendid dragon statue for their town square. The word of the wondrous statue, and rumors of its magical properties, spread to other kingdoms; and its fame soon established it as the very symbol of Baljing.

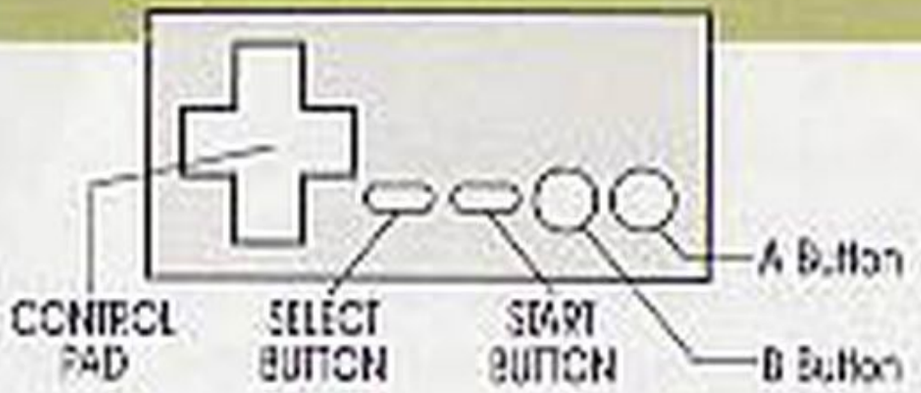
Now to the north of Baljing, high atop Mount Gia, there lived an envious and malicious warlock named Zabbaang.

And it came to pass that Zabbaong was jealous of the thriving community, since he governed only the monsters and worthless wretches who inhabited Mount Gia and its surrounding area. Nothing but evil reigned in Zabbaong's domain.

Spurred on by his jealous hatred and malevolent passion, Zabbaong and his monstrous armies attacked Beijing and set the city ablaze. Many lives were lost and the land was left in ruin. All hope was gone, and despair settled upon the inhabitants of Beijing. Enraged by Zabbaong's attack, the Dragon Spirit filled the skies with dark and foreboding storm clouds.

Through the thick, black clouds, the Dragon Spirit sent a gigantic lightning bolt to strike the legendary statue in the town square. Wondrously, the statue was transformed into a great warrior who began to strike back at Zabbaong's murderous hordes. In response, the warlock's armies retreated fearfully back to Mt. Gia with the warrior in hot pursuit, determined to vanquish all its evil forces. YOU are that valiant warrior, and your mission is to defeat Zabbaong's sinister crew, stop his reign of terror, and return Beijing to the protection of the great Dragon Spirit.

GAME OPERATION



A BUTTON

Press the A button to make the fighter jump.

B BUTTON

Press the B button to swing your powerful sword and attack the enemy. Hold the B button until the fighter flashes. Then release B to shoot a bomb.

START BUTTON

Pauses the game. Press START again to resume the game.

SELECT BUTTON

Has no effect or use in the game.

CONTROL PAD

Moves character in a given direction.

Your "metamorphe" power increases each time you defeat an enemy.

With a dragon, you can shoot a spread of fireballs!

GAME SCREEN

This is a "scroll right" action game. Make your way through the enemies and obstacles to the guardian or stage boss at the right end of the stage. There are two meters to indicate your status.

POWER/LIFE METER

The Power/Life meter shows your health and life force. Damage is shown by a decrease on this meter. When the meter drops to Zero, you will lose one life.

ENEMIES

YOUR CHARACTER

ITEMS

Some enemies will give up special items when you defeat them. These items will come in handy during your perilous journey.

METAMORPH METER

This meter indicates your ability to CHANGE INTO A FLYING DRAGON! As you defeat enemies, you will increase the level on this meter. When the level is above half, press UP and A to change into a dragon.

HOW TO PLAY

There are six stages filled with enemies and obstacles. The exit to each stage is guarded by a powerful guardian or boss. Defeat each boss to fill and increase the size of your Power/Life meter, and advance to the next stage.

Press START at the title screen.

CONTINUE

Due to the magic lightning, the Dragon Fighter has three lives! After you lose a life, you may continue from the beginning of the stage in which you lost the life. You will have three CONTINUES.

When the Power/Life meter drops to Zero, you are defeated and lose a life.

YOUR CHARACTER

FIGHTER

As the fighter you are a powerful gladiator embodied with the essence of the Dragon Spirit. You may obtain three special powers which are derived from the natural elements. In your normal state, you can run, jump, and attack.

RUN

Press the control pad left or right to move in that direction. Press DOWN to squat.

JUMP

Press A to jump. (You can attack as you jump.)

ATTACK

Press the B button to swing your sword. (You can attack while squatting.)

FIGHTER POWER UP

If you obtain a G (Green), R (Red), or B (Blue) icon, you will receive one of the fighter's three special powers (as indicated by the given icon.)

HOW TO SHOOT BOMBS

Hold B down until the fighter flashes. While flashing, release B to shoot the bomb.

Hold B to make the fighter flash

Release B to throw a bomb at an enemy

Get the G icon to throw bombs faster.

This icon will let you throw three bombs at once.

The B icon will cause your bomb to seek out the enemy (homing bomb).

DRAGON

The dragon is the fighter's "alter-ego." When you change into the dragon, you can fly and shoot a spread of fireballs with your "flame breath." Like the fighter, the dragon can obtain three special powers.

METAMORPHOSIS:
HOW TO CHANGE INTO THE DRAGON

When the metamorph meter is more than half, press A and UP to change from a fighter into a fierce dragon.

FLY

Move the dragon with the control pad. As the dragon, you can fly backward (LEFT), but cannot turn around.

ATTACK

Press B to breathe out a spread of fireballs!

DRAGON POWER UP

Like the fighter, if the dragon obtains the G, R, or B icon, it will automatically be enhanced with certain powers.

Grab the G icon to increase the angle of the fireball spread

Drops a fireball on the ground and sets it afire, consuming enemies

The B icon will turn the fireball into flaming fireballs which seek out the enemy

STAGES

There are six very different and very dangerous stages that represent Mount Gia and the surrounding area. Each is filled with monstrous inhabitants who have orders to stop the courageous Dragon Fighter. Defeat the enemies and the guardians that preside over each stage to engage Zabbaong in a final battle.

STAGE 1

Stage 1 is the area of snow covered ground at the foot of Mount Gia. It is protected by the dwellers of the lower regions known as the "dark wolves." Though they are fairly bright in color, these vicious were-cgres have very dark souls. Zabbaong has placed the ferocious Wolf Lord in charge of this area.

STAGE 2

This is the Cave of No Return: a giant cavity of danger set deep within the mountain and infested with monstrous poisonous centipedes that have been mutated by the strange grass which grows in abundance within the cave. The exit to this dank underground dwelling is guarded by the Giant Centibede which is responsible for the cave's name.

STAGE 3

The exit of the cave leads to this treacherous area filled with perilous waterfalls and many creatures of the deep. Movement will be difficult due to the tricky currents of water that wind their way throughout this stage. However, they do not compare to the danger of the five-headed water serpent known as the Hydra-Hydra, which is stationed at the exit.

STAGE 4

This stage is Zabbaceng's laboratory and factory where he invents devices and creatures of metal. This is one of Zabbaceng's favorite areas since these uncomplaining robot minions are programmed to follow orders without fail and their tough steel bodies make them especially formidable. Guarding the exit at the end of this stage is the near-invincible Robot Generator.

STAGE 5

Leaving the science of Zabbaceng's factofactory, you now enter the Living Graveyard. Dark, mysterious, and downright spooky, it is home to all sorts of creatures from the Realm of the Undead. These denizens of the dark are Zabbaceng's army of zombie-skeletons who know only that they "live" to destroy the Dragon Fighter. This domain is under the supervision of the Decomposed Corpse. Part-ghost and part-skeleton, this disjointed haunt can only be defeated by going to the heart of the matter.

STAGE 6

This last stage is the area that surrounds the top of Mount Gis. Here the air is thin and populated by a throng of ferocious flying creatures. You will only be able to negotiate this stage as a dragon, which you automatically become upon entering. Hence, this stage also becomes a test of shooting and flying ability. But the real test will come at the end where you will meet... Zabbaceng himself!

ITEMS

When you defeat them, some enemies will provide you with items which will aid you in one of three ways: recovery, attack or metamorphosis. Generally, these items will appear on the ground.

Power Pearl

Increases the Power/Life meter by 2.

Power Pot

Increases the Power/Life meter by 8

Ring of Wrath

Destroys all enemies on screen.

Dragonweed

A mysterious flower shaped like a dragon's head. Increases Metamorph meter by 8

GREEN

Changes you to green fighter or dragon with G power.

RED

Changes you to red fighter or dragon with R power.

BLUE

Changes you to blue fighter or dragon with B power.

STAFF OF STRENGTH

Obtain this item when you defeat a stage guardian or boss. It will increase the size of your Power/Life meter and fill it.

ENEMIES

This journey is fraught with danger and daring. There is a myriad of monsters lying in wait, ever ready to attack and put an early end to your quest.

WOLF LORD

His powerful legs enable him to jump very high. He is most vulnerable to attack when he lands to generate more echoes.

GIANT CENTIPEDE

Though it is able to fly, it seems that it's most deadly when it burrows out of sight to come up for a sneak attack.

HYDRO-HYDRA

While four of its heads can shoot fireballs, you must destroy the Head to defeat the monster.

The durable apparatus creates the robots that populate this stage, especially near the exit. Its thick metal casing makes it a tough enemy indeed.

ROBOT GENERATOR

The DISCORPOREAL SKELETON

Bits and pieces of Undead bone held together by a ghostly spirit, this enemy's weakness is in its only muscle...the heart that beats, surrounded by a chaotic of ribs.

No one knows what the wicked warlock looks like, because no one who has ventured there ever lived to tell the tale. At this point, you are on your own. Good luck and may the Dragon Spirit guide you.

ZABBAONG

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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